# MORTAL KOMBAT®

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**Kombat Kit includes poster, character cards, tattoo and pin badge**

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# PREPARE YOURSELF!

## MORTAL MONDAY: 13 SEPTEMBER 1993

### WARRIOR PROFILE

### STRATEGY

### GAME GEAR™

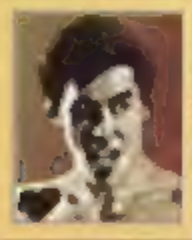
JOHNNY CAGE

**REAL NAME:** JOHN CARLTON
**AGE:** 29
**HEIGHT:** 6'1"
**WEIGHT:** 200
**HAIR:** BROWN
**EYES:** BLUE
**LEGAL STATUS:** CITIZEN OF THE UNITED STATES OF AMERICA

**KNOWN RELATIVES:** ROBERT CARLTON, FATHER
ROSE CARLTON, MOTHER
REBECCA CARLTON, SISTER
CINDY FORD, WIFE (DIVORCED)
**BIRTHPLACE:** VENICE, CALIFORNIA
**OCCUPATION:** ACTOR

**STRENGTHS:** Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitzing ability.
**WEAKNESSES:** If you can keep your distance from Cage, his arsenal is diminished, and he becomes rather vulnerable. He is also vulnerable to an uppercut if you duck underneath his SHADOW KICK.
**COMBINATIONS:**
•Flip or flip kick, SHADOW KICK
•Jump punch, jump punch, SHADOW KICK

**SHADOW KICK:** Away, Towards, Kick
**FIRE:** Away, Towards, Punch
**SPLIT PUNCH:** Punch + Block
**FINISHING MOVE:** Towards, Towards, Towards, Punch



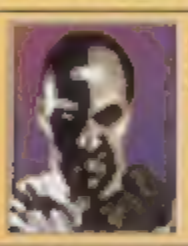
LIU KANG

**AGE:** 24
**HEIGHT:** 5'10"
**WEIGHT:** 185
**HAIR:** BLACK
**EYES:** BROWN
**LEGAL STATUS:** CITIZEN OF THE PEOPLES REPUBLIC OF CHINA

**KNOWN RELATIVES:**
LEE KANG, FATHER (DECEASED)
LIN KANG, MOTHER (DECEASED)
CHOW KANG, BROTHER (WHEREABOUTS UNKNOWN)
**BIRTHPLACE:** HONAN PROVINCE, CHINA
**OCCUPATION:** SHAOLIN MONK, FISHERMAN

**STRENGTHS:** Liu Kang is the fastest warrior in the tournament. His speed is his greatest advantage, often allowing him to beat his opponents to a move they initiated first. Watch your opponents' moves carefully and you can execute the countermove before the original move hits.
**WEAKNESSES:** Although Liu Kang's speed makes him an effective fighter at short range, both his special moves are long range weapons, easily predicted and easily counteracted. To counteract his FLYING KICK, merely block. When he hits your block, uppercut him. To counteract his FIRE BALLS, flip over them and kick Kang as he is recovering.
**COMBINATIONS:**
•Jump or flip punch or kick, FLYING KICK
•FIREBALL, FLYING KICK

**FLYING KICK:** Towards, Towards, Kick
**FIREBALL:** Towards, Towards, Punch
**FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards



KANO

**AGE:** 35
**HEIGHT:** 6'
**WEIGHT:** 205
**HAIR:** BLACK
**EYES:** 1 BROWN, 1 INFRA-RED (BUILT INTO METAL IMPLANT)
**LEGAL STATUS:** DEPORTED FROM JAPAN, WANTED CRIMINAL IN 35 COUNTRIES

**KNOWN RELATIVES:** NONE—WAS ORPHANED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO
**BIRTHPLACE:** UNKNOWN
**OCCUPATION:** CRIMINAL MEMBER OF THE BLACK DRAGON ORGANIZATION

**STRENGTHS:** One of the strongest characters in the game, he can throw an opponent literally across the screen. Both his CANNONBALL and his KNIFE THROW do great damage and operate at a distance.
**WEAKNESSES:** Kano's strength comes at the expense of quickness. He is among the slower warriors in the tournament. His CANNONBALL, although powerful, leaves him vulnerable to aerial attacks, or to a punch or kick if the CANNONBALL is blocked.
**COMBINATIONS:**
•Flip punch or kick, CANNONBALL

RAYDEN

**AGE:** ETERNAL
**HEIGHT:** ?
**WEIGHT:** 350
**HAIR:** BLACK
**EYES:** NONE

**LEGAL STATUS:** MYSTIC— DOES NOT APPLY
**KNOWN RELATIVES:** NONE
**OCCUPATION:** THUNDER WARRIOR

**STRENGTHS:** Rayden is an extremely versatile fighter. His special moves make him effective both near and far away from his opponent.
**WEAKNESSES:** Rayden's special moves can be turned against him. He can't TELEPORT out of a corner. When he does TELEPORT, he is vulnerable to a quick uppercut as he rematerializes. During his recovery from a blocked TORPEDO he can be attacked with long-distance weapons. He is especially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL during this time.
**COMBINATIONS:**
• Flip punch or kick, TORPEDO, LIGHTNING
• Flip punch, flip punch, TORPEDO

**TORPEDO:** Away, Away, Towards
**LIGHTNING:** Down, Towards, Punch
**TELEPORT:** Down, Up
**FINISHING MOVE:** Towards, Away, Away, Away, Punch

SUB-ZERO

**REAL NAME:** UNKNOWN
**AGE:** 32
**HEIGHT:** 6'2"
**WEIGHT:** 210
**HAIR:** BLACK
**EYES:** BROWN
**LEGAL STATUS:** NONE, HOWEVER RESIDES SOMEWHERE IN CHINA

**KNOWN RELATIVES:** NONE
**BIRTHPLACE:** UNKNOWN
**OCCUPATION:** LIFE-LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE NINJA WARRIOR

**STRENGTHS:** A solid fighter, he is particularly adept at flip kicks and flip punches. Use his SLIDE in place of a foot sweep. It does more damage and leaves you less vulnerable. His DEEP FREEZE gives him a free shot at his opponent
which can be used to initiate combinations.
**WEAKNESSES:** Sub Zero's DEEP FREEZE is the only projectile weapon which does not do damage. This puts him at a disadvantage when trying to fight at long range.
**COMBINATIONS:**
•FREEZE, jump kick, SLIDE
•FREEZE, uppercut, SLIDE

**DEEP FREEZE:** Down, Towards, Punch
**SLIDE:** Away, Away, Punch + Kick
**FINISHING MOVE:** Towards, Down, Towards, Punch

SCORPION

**REAL NAME:** UNKNOWN
**AGE:** 32
**HEIGHT:** 6'3"
**WEIGHT:** 210
**HAIR:** BLACK
**EYES:** HAWK'S
**LEGAL STATUS:** SCORPION IS A REINCARNATED SPECTER AND HAS NO LEGAL STATUS

**KNOWN RELATIVES:** WIFE AND CHILD IN A FORMER LIFE
**BIRTHPLACE:** IN FORMER LIFE— UNKNOWN
**OCCUPATION:** IN FORMER LIFE— UNKNOWN
AS SCORPION— A LOST SOUL BENT ON REVENGE

**STRENGTHS:** Like Sub Zero, Scorpion is adept at flip kicks and punches. His HARPOON does double damage— it does damage when it hits, and gives him an additional free shot. It is particularly effective as a short range weapon when there is little time for it to be blocked.
**WEAKNESSES:** Scorpion is prone to being trapped in a corner, as he can not use his DECOY to escape. His special moves leave him extremely vulnerable. It takes several seconds for him to recover after throwing his HARPOON. To stop his DECOY, duck then deliver an uppercut.
**COMBINATIONS:**
•Jump kick, HARPOON, uppercut
•DECOY, HARPOON, uppercut

**HARPOON:** Away, Away, Punch
**DECOY:** Down, Away, Punch
**FINISHING MOVE:** Hold Block Up, Up
(must be proper distance away to work)

SONYA BLADE

**AGE:** 26
**HEIGHT:** 5'10"
**WEIGHT:** 140
**HAIR:** BLOND
**EYES:** BLUE
**LEGAL STATUS:** CITIZEN OF THE UNITED STATES OF AMERICA

**KNOWN RELATIVES:**
MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER, (DECEASED)
**BIRTHPLACE:** AUSTIN, TEXAS
**OCCUPATION:** LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY POLICE FORCE

**STRENGTHS:** Sonya controls the skies with her powerful SQUARE WAVE PUNCH, a move which can knock any jumping or flipping warrior right out of the air, and can move her out of harm's way in an instant. Her foot sweep is the quickest and has the most range of any warrior in the tournament.
**WEAKNESSES:** Sonya has a very short range on her FLIP KICK and punches, making her overly reliant on her special moves. Ducking underneath her leg grab leaves her completely open to an uppercut.
**COMBINATIONS:**
•Jump kick, LEG GRAB
•Throw, SONIC RINGS

**LEG GRAB:** Down + Punch + Kick
**SONIC RINGS:** Away, Punch
**SQUARE WAVE PUNCH:** Towards, Away, Punch
**FINISHING MOVE:** Towards, Towards, Away, Away, Block

GORO

**AGE:** 2000
**HEIGHT:** 8'2"
**WEIGHT:** 550
**HAIR:** BLACK
**EYES:** RED
**LEGAL STATUS:** EARTH— NONE OUTWORLD— PRINCE OF KUATAN

**KNOWN RELATIVES:** KING GOR BAK, FATHER
QUEEN MAI, MOTHER
GORO ALSO HAS 7 WIVES
**BIRTHPLACE:** KUATAN, 4TH ASTRAL PLANE OF SHOKAN REALM OF THE OUTWORLD
**OCCUPATION:** PRINCE OF KUATAN, RULER SUPREME OF SHOKAN'S ARMIES

**STRENGTHS:** His extreme strength makes him a dangerous foe. Keep your distance at all costs. Should he catch you, he'll beat you with his upper arms while holding you with his lower arms, and throw you to the ground— sapping almost half your strength.
**WEAKNESSES:** Poor. Goro has a tendency to block more than he should, often allowing you multiple opportunities to try a jump punch or jump kick. When he tries to stomp you, do a reverse flip kick away from him, then launch a projectile weapon. He is extremely vulnerable to projectile weapons when he is getting up from the ground.

Goro is amazingly fast for his size.

SHANG TSUNG

THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS WAS FOR AGES A COMPETITION OF HONOR AND GLORY. WARRIORS FROM AROUND THE WORLD WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION. SHANG TSUNG WAS ONE OF THOSE WARRIORS. UPON ENTERING THE TOURNAMENT HE RAPIDLY WON THE TITLE. BUT, UNKNOWN TO THE SHAOLIN WHO WERE HOSTS OF THE CONTEST, EACH OF TSUNG'S VICTORIES ADDED TO A HIDDEN DARK AND DESTRUCTIVE POWER. TODAY, 500 YEARS LATER THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO TAKE PART IN **MORTAL KOMBAT**.

**STRENGTHS:** Oddly, Tsung's ability to transform into any of the other combatants, complete with their abilities and special moves is not Tsung's most powerful weapon. It is his fireballs. Unless he is hit, he releases them in bursts of three or four which can nearly finish a warrior off.
**WEAKNESSES:** Tsung's most glaring weakness is his transformation. Although he may have the abilities of the characters he becomes, he also has their disadvantages, and he uses his most powerful weapon, his fireballs. Take advantage of Tsung's non-Goro transformations to attack. If you hit him continuously, he cannot change back to Tsung or Goro.

Duck, but do not block!

The Mortal Kombat Tournament is about to begin! You are among the most powerful warriors in the world, but only one will become the Supreme Mortal Kombat Warrior and Grand Champion. As ancient wisdom declares, the best warrior is not always he with the best skills, but he with the wisdom to use his skills most effectively. Such wisdom comes with knowledge— of strengths and weaknesses, of one's enemies and oneself. In the spirit of competition, the Masters of the Tournament present the following guide to the Mortal Kombat participants. Let the tournament begin!

## MASTER SYSTEM™

**SHADOW KICK:** Away, Towards, Kick
**FIRE:** Away, Towards, Punch
**SPLIT PUNCH:** Down, Kick
**FINISHING MOVE:** Towards, Towards, Towards, Punch

**FLYING KICK:** Towards, Towards, Kick
**FIREBALL:** Towards, Towards, Punch
**FINISHING MOVE:** Away, Away, Down

**CANNONBALL:** Roll Towards, Down, Away, Up, Towards. Hold Block to spin in place.
**KNIFE THROW:** Away, Towards while holding Block
**FINISHING MOVE:** Hold Block and Away, Away, Punch

**TORPEDO:** Away, Away, Towards
**LIGHTNING:** Down, Towards, Punch
**TELEPORT:** Down, Up
**FINISHING MOVE:** Away, Away, Away, Punch

**DEEP FREEZE:** Down, Towards, Punch
**SLIDE:** Away, Away, Punch + Kick
**FINISHING MOVE:** Towards, Down, Towards, Punch

**HARPOON:** Away, Away, Punch
**DECOY:** Roll Down, Away, Low Punch
**FINISHING MOVE:** Punch, Up, Up

**LEG GRAB:** Down + Punch + Kick
**SONIC RINGS:** Away, Punch
**SQUARE WAVE PUNCH:** Towards, Away, Punch
**FINISHING MOVE:** Forwards, Forwards, Away, Away, Punch + Kick

There is no escape from Goro's chest pound!

Shang Tsung is difficult to hit because of his speed!

## MEGADRIVE™

**SHADOW KICK:** Away, Towards, Low Kick
**FIRE:** Away, Towards, Punch
**SPLIT PUNCH:** Down + High Kick
**FINISHING MOVE:** Towards, Towards, Towards, Punch

**FLYING KICK:** Towards, Towards, High Kick
**FIREBALL:** Towards, Towards, Punch
**FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards

**CANNONBALL:** Roll Towards, Down, Away, Up, Towards. Hold Block to spin in place.
**KNIFE THROW:** Away, Towards while holding Block
**FINISHING MOVE:** Hold Block and Away, Away, Punch

**TORPEDO:** Away, Away, Towards
**LIGHTNING:** Down, Towards, Punch
**TELEPORT:** Down, Up
**FINISHING MOVE:** Towards, Away, Away, Away, Punch

**DEEP FREEZE:** Down, Towards, Punch
**SLIDE:** Away + Low Kick + High Kick
**FINISHING MOVE:** Towards, Down, Towards, Punch

**HARPOON:** Away, Away, Low Punch
**DECOY:** Roll Down, Away, Low Punch
**FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)

**LEG GRAB:** Down + Punch + Low Kick
**SONIC RINGS:** Punch, Away, Punch
**SQUARE WAVE PUNCH:** Towards, Away, Punch
**FINISHING MOVE:** Towards, Towards, Away, Away, Block

There is no escape from Goro's chest pound!

Shang Tsung is difficult to hit because of his speed!